
Subject: Re: infantry Vs vehicles

Posted by [Sniper_De7](#) on Sat, 14 Oct 2006 11:54:28 GMT

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cheekay77 wrote on Thu, 12 October 2006 23:25 Say what you guys Want. I like infantry better.

That's all good in the hood, but that doesn't mean they are better, and if you don't care to be better in a tank, and just stay with infantry, that is your own prerogative.

Even in tank rushes, im a genius in a tank, but id rather follow as the rave/sydney.

Again. You can do whatever you want. I'd highly doubt you're a "genius" in a tank, though.

Why? To help them take out the other teams tanks, plus i can pay attention for mendoza/mobi and rape them with my rave/syd.

Spoony has it on the dot, but i'll elaborate. Most of the time, like 95% of the time, there is not enough vehicles for vehicle limit. I would agree that if there is a vehicle limit and no one else is losing their tanks, than a PIC/rave would be an alternative - however. if it is not the limit, than a tank would be a better choice. Because they are more efficient (If you're actually *good* in tanks) in killing vehicles/infantry. Also, in the case of fighting infantry vs tanks, if you have a hotwire/tech in your vehicle (you should) you can out-tech any infantry firing at you. Thus, you basically *NEED* more people who you are firing at, and you'd need quite a bit more. Which is pretty much not going to happen. Their range and mobility are also poor to tanks - even if by some small chance a tank is losing, it could easily outrun any infantry. As for mobius/mendozas - they're a joke in concerning anti-vehicles. They're terrible. The only way someone could possible make them think they're good is if someone was being shot by more than just the mend/mobius, making it look like the mobius did a good deal. The only infantry worth stand-alone against vehicles, and particularly only against light vehicles, are ramjets. Even then, it's epitome of annoying and, i hate to say it, but "n00b" because anyone can sit there shooting vehicles, plus the amount of points they get and everything, that's why it's overpowered, but that's another discussion.

Now - I'm not going to discount the usefulness of infantry, because in conjunction with vehicles, infantry can be effective - Say, a PIC/Rave with an APC or Light tank. You can use an apc get out and shoot with a pic - get back in (by this time your PIC/rave is reloading inside your apc) and shoot, i don't know, maybe 20 rounds get back out and you'll have your shot again to be able to fire again

Trust, most of the times games are won, its because there was one or two players sniping the shit out of the mobis and mendozas.

No, that is not "most of the time" in fact - It's probably near 0% of the time. You *really* don't have anything to back up that statement. The last time I've seen a mobius or mendoza, they were doing nothing, and they can't do anything.

Scenario 1. Field - What the hell is a mobius or mendoza going to do? Well, they can go in the tunnels, and shoot at buildings, a totally ineffective way that takes like 3 people to kill the building...or more... Or they can go out into the field, where they have limited range, can be fired

upon by vehicles half way across the map, not to mention, the small places they can "hide" can easily be flushed out by arts splash damaging them.

Scenario 2. Say Islands - Say a team is smart and mined... They're not going to be able to go through the tunnels (even so, what is an APC decided to camp the tunnels, if you think a mobius/mendoza even has the slightest chance to kill an APC, than you are seriously in the wrong server, and you are completely misguided. If they went out into the open, they would be rushed by med/light tanks / arts, and maybe APCs. Their only effectiveness would be to be up close but if they get too close, the tank will surely win, so they stay back a bit. It's when a person can easily just repair the vehicle with a tech/hottie and while the guy is reloading have pot shots on him.

The other times, its all about tank rushes

The "most of the time" probably applies here, if people were smart - at least. Unfortunately, people have this crazy idea that if you have 7 tanks, you should always rush. This is stupid. You may be called campers or what not, but if the other team has like 3 or more vehicles in their base, your rush will fail, and they will have the field, and then you'll be in the predicament where you'll have to take back the field instead of the other team. Instead, sit back and take cover and fire at any bottlenecks vehicles can come through, with the succession of your team firing, it's very hard to take back a field that way, and if you kill a couple tanks, or if they desperately rush and fail - than you can rush in and hopefully plan on killing a building, although you can be content with sitting outside their base killing the harv each time it comes out. That's why I hate when people on publics say "rush!" when I'm like on GDI and Nod has flame tanks and artilleries camping their base and they get totally obliterated and I'm left alone with defending against them by myself in the field until my team gets its act together to come back out on the field after that mishap.

Not saying tanks are bad, just a personal preference towards infantry.

And you can choose whatever you want, but tanks are better than infantry. That might not ring true for everybody, but if you took the person with the best infantry skills vs the best tank - the best tank will win. Most people don't try and become better tank pilots - thus, they pick the easier choice - infantry (pic/rave) and it is easier to use than tanks. They fire instantly and have a pretty good range. Unfortunately, matched against a person in a tank who knows what he's doing, he falls short.

To re-iterate a point - Just because person 'A' who is wielding weapon 'A' and kills person 'B' who is wielding weapon 'B' doesn't mean that weapon 'A' is better than weapon 'B' I've killed plenty of sakuras as a joke with a tib sydney, that hardly means they're better than sakuras in killing infantry, or that tib sydney's should be better than sakuras. Thus, just because you happen to be able to kill some tanks with a PIC/rave - That hardly means PICs/raves are better than tanks. Because it depends *A LOT* on the person who is piloting the vehicle, than it does on which vehicle that person is using. If you beat some people who can't aim for anything with a PIC, it hardly means anything. It just proves that the person wasn't very good. Now I'm not going to say it's something that is easily mistaken, because if you haven't played many clanwars (where, logically, clans like to use tactics that work the best so they have the best advantage) than you wouldn't know that they prefer tanks to PICs/raves. If they *were* better, than people who played clanwars would have figured this out a long time ago and would have begun to use them exclusively - unfortunately they are not better, and they are not used that often, save for being

inside vehicles. If i'm correct in guessing, you hvae not played in clanwars, and if you have probably not against anyone good, and so that's why I can't blame you if you're misguided with thinking infantry are better.
